

Microsoft NBA Inside Drive 2000 Player's Guide

TABLE OF CONTENTS

Introduction: How to use this guide

The Man on the Box

Strategy Guide

Help Topics



INTRODUCTION: HOW TO USE THIS GUIDE

Use this guide as your ready reference for all the information you need in order to set up and play the different types of games in NBA Inside Drive 2000. If you want to jump straight to topics on how to set up games, turn to page 9, “Help Topics.”

If you want to find out more about the player on our product box, the Milwaukee Bucks’ shooting guard Ray Allen, turn to “The Man on the Box,” on page 3.

To get tips and tricks on making the most of your PC-gaming experience with NBA Inside Drive 2000, read our “Strategy Guide” on page 4.

Remember that you can get almost all the information you need to have fun right away with NBA Inside Drive 2000 by right-clicking on screen elements. A pop-up window will appear with information about the item you just right-clicked. If you see underlined text in the pop-up, that means you can click on that text for more information. To go back to the pop-up you were just on, simply click the Back icon. To print any pop-up window, click the Print icon.

You can also get more detailed instructions on using NBA Inside Drive 2000 by clicking the question mark in the upper-right corner of any pregame screen, and then clicking Contents or Index. Double-click a book in the table of contents, and then double-click the topic you want.

Microsoft NBA Inside Drive 2000 comes with Online Help that you can use anytime, during game play or when you’re setting up your next game on the pregame screens. Although you can print any Help topic by clicking Print on the WinHelp taskbar, you’d have to go through each and every Help topic, one by one, in order to print them all. With this guide, you can print all the Help topics at once.

THE MAN ON THE BOX

Ray Allen typifies what we feel about this game: it's young, it's exciting, it blows past the defenders.

Ray played college ball for the University of Connecticut Huskies from 1993 to 1996, and was snapped up by the Minnesota Timberwolves as the fifth pick of the first round of the 1996 NBA draft, but was traded by the T-wolves to Milwaukee for draft rights to Stephon Marbury. Ray also made the NBA All-Rookie second team in 1997.

An interesting side note to this is that the character Ray played in Spike Lee's 1998 movie, "He Got Game," played for Abraham Lincoln High School in Brooklyn, the same high school that Marbury actually attended. In fact, Ray's character, Jesus Shuttlesworth, mentions this in a bit of dialogue from the movie, where he is talking to one of several slimy characters who are trying to get a piece of the action as Jesus contemplates his options as the best high-school senior ballplayer:

Big Time: You know, a lot of great ballplayers came out of Coney Island, but most of 'em didn't amount to s***.

Jesus: What about Stephon Marbury? He made it.

Big Time: Oh true that, true that, yeah yeah yeah, but he's one of the few.

Jesus: Yeah, and if he can make it out of here, so can I.

Jesus made it out of Brooklyn, and Ray made it out of joining an infamous group of players who start working on their golf games shortly after the regular NBA season ends. The Milwaukee Bucks were the number 7 seed in the Eastern Conference, but were swept in three games by the Indiana Pacers. Ray was high scorer for Milwaukee in the first two games, scoring 22 and 25 points, including the three-pointer that forced the second game into overtime. It was the first playoff appearance for the Bucks in eight years.

STRATEGY GUIDE

You've got a number of different things you can do to give yourself an advantage while playing NBA Inside Drive 2000, whether you're playing against your computer or your best friend. But strategy, like most other things, requires constant practice and diligence. Concentrate on the fundamentals outlined here, and you'll start winning more games than you lose. And that's the point, isn't it? Ray would want it that way.

Note The techniques described here are going to be most applicable to your game if you're using a game pad.

CALLING PLAYS ON OFFENSE

You've taken the time to set up specific plays from your playbook, but what do you do with them now? You run them in the game, using button 10 on your game pad. Simply press button 10, and a popup window will appear on the screen, showing the five plays from your playbook. To choose a play, press button 1, 2, 3, 4, or 5 (the plays, while not numbered onscreen, are from the top down), depending on which play you want to run. Your team will then run that play. Bear in mind that, if you don't run the play correctly with your user-controlled player, the play will break.

POWER STRAFING

On offense, you want to back down a defender in the paint as far as you can, getting closer and closer to the basket so that you can toss that rock up without him getting his nasty arms in the way. On defense, you want to stay on your man so that he doesn't go around you. How to do those things? Power Strafe, baby.

On offense: Hold down button 4 on your game pad while you use the D-pad to move your player in the direction you want him to go, preferably toward the basket. If you're close to the basket and a defender is on you, you'll start backing him down. But even if you don't want to display your bravado by backing down every Tom, Dick, and Shaq who tries to guard you in the paint, Power Strafing is a good way to protect the ball in general.

On defense: Press button 4 on your game pad while you move the D-pad in the direction you want your player to go. In this case, up against the man with the ball. You can also use turbo (triggers) while you're doing this, but be careful or you could get called for a foul. Power Strafe him, but don't power foul him. Power Strafe is not a magic bullet, though. If your player is 6'5" and 225 lbs., his success in backing down a seven-foot-tall player coming in at 275 lbs. is going to be limited. The idea is to Power Strafe someone the same size as you or smaller. By extension, use your big man, your center, to back down players in the paint, and then use him for little else except rebounding.

ADVANCED SHOOTING

What's going on with advanced shooting is realism. Release the ball before the top of your jump, and the ball will travel with more arc toward the basket. Release the ball at the very top of your jump, and you'll get a flatter shot off. If you've got a tall player defending you, more arc means it's less likely to be blocked. However, the closer you are to the top of your jump, the more accurate your shot will be. So you're faced with a tradeoff here: more arc gets it over the defender, but at the expense of accuracy. Well, that's realism for you.

To review: hold down button 1 on your game pad to start the player's shot. Release button 1 as near as you can to the top of the player's jump in order to send the ball on its silent flight toward the lace.

CALL FOR PICK

This is a huge key to your offense, if done properly. What you're doing is using a teammate to create a screen. Then you either get behind the screen and launch one, or rub off the screen and drive to the basket. If you've got a good shooter, and he just needs a good look at the basket, or if you're going baseline, press button 5 on your game pad to call for the pick. The only caveat is that there has to be enough daylight for you to dribble around the screen. This move works particularly well if the other team has set up a full-court press.

DEKE MOVES

There are several deke moves that will cycle through based on defensive presence, from spin moves to crossover dribbles. You're going to use deke moves on offense, naturally. When you get about four feet from a defender, double tap the left trigger (button 7) on your game pad to deke an opponent. But be careful—it's easier for an opponent to strip the ball from you when you're doing some deke moves, such as a spin. Dekes often work better if you're playing against a human opponent than against the computer.

When you're on defense, that left trigger becomes the turbo button. Some of the deke moves are rather showy, so forgive us for moving away from the fundamentals.

CONSERVING TURBO ENERGY

That turbo button comes in pretty handy when you need to get one of your players downcourt in a hurry. But don't overuse it; if you need to run a fast break, we suggest you use one of your guards without turbo rather than a slower player with turbo. That means that you're going to have to study the rosters, combine it with your own knowledge of real NBA players, and then choose who you want to handle the ball on the fast break.

On a related note, avoid using turbo when the defender is right in front of you. You'll likely be called for charging.

STEALING THE BALL

You'll get called for a reach-in foul if you try to steal the ball from behind. So just move in front of the guy with the ball, then try stealing, using button 3 on your game pad.

KNOW THY TEAM

Unless you know he can drain the three, don't use your big man to shoot the lights out. Late in the game, with your team leading by just a point or two, make sure you keep the ball in the hands of a good foul shooter.

Also know the team you're playing against. For example, don't run a lot of fast breaks and full-court defenses if you have a big team.

BLOCKING SHOTS

In order to be a successful shot blocker, try to stay as much between the basket and the shooter as possible. Avoid jumping late to avoid those pesky goaltending calls (unless you've got goaltending turned off on the Rules tab of the Options dialog box). Good timing is the key here. You'll get the hang of it before long.

OFF-BALANCE SHOTS

Lean-ins and fadeaways can hurt your shooting percentage. If a defender is jumping in your face, your shot success will suffer. If you're using Advanced Shooting, and you don't release the ball at the top of your jump, your percentages will be off.

ROLE PLAY MODE

Remember, way back on the User Control screen, when you dragged a controller to a player, and the button next to the player's name showed the word "automatic"? Maybe you clicked that button a couple of times, until the words "role play" appeared. That means that you are going to control that one player throughout the game. Now, if you call for the ball (by pressing button 3) in the game, for heaven's sake, make sure you're not in the backcourt, calling for the pass from a player in the front court. The AI's good in the game, but it will still let you make mistakes, if you really want to.

DOUBLE TEAMS

Don't dribble into double teams—pass the ball.

COACHING

If the shots don't seem to be falling, try changing strategies by clicking Coaching on the navigation bar, and then clicking the Strategy tab. Then explore the Offense and Defense tabs to see where you can make changes that'll make the difference. Maybe it's just a matchup you need to change. Or go to the Roster tab and change the personnel you have in the game, especially when they get tired (you'll see color drain from the bar under them in the game). Tired players commit more fouls.

Also, don't set the difficulty level too high; if you're not making the cut at the All-star level, swallow your gaming pride, admit that we've got a challenging game here, and play at the Veteran

or Rookie levels. Or turn off illegal defense and 3 in the key. You can make these changes by clicking Options, and then clicking the Rules tab. Or try our practice mode (on the Start Up screen) to get the hang of the button assignments on your game pad.

TRADING

Trade to get players that are better by clicking Coaching on the navigation bar, and then click Trade. And don't pick up the guy you let go just a year ago!

SUBSTITUTIONS

Once you take a player out of the game, that doesn't mean he has to sit on the bench for the duration. When players sit down in an NBA game, what happens? They get some Gatorade, get a towel, rest their \$1.5 million loins, and they're back in the game ten minutes later. In other words, players in NBA Inside Drive will feel refreshed after sitting on the sidelines. Put them back in the game when you need them.

INTENTIONAL FOULS

You can intentionally foul. Why wouldn't you be able to? They do it in the NBA. Game's close, you've almost caught up to the team that's been spanking your fanny all night long, and you're just hoping you can put their guy that clangs the rock on the line. You gotta intentionally foul him. Oh, I see; you're still not sure this game is as good as another comparable basketball game costing twice as much. Okay, do this: as soon as the defender gets the ball, press turbo (button 7 or 8) while tapping button 3. You might have to do it a couple times (just like in the NBA), but the ref will eventually look your way.



HELP TOPICS

Listed below are the very same topics that you would see if you used online Help in the game, organized exactly as they are in Help.

Setting Up a Game

Single Game, Season Play, or Playoffs

Microsoft NBA Inside Drive 2000 offers a variety of ways to bring the action of the NBA to your computer. You can play single games, play an entire season, or set up your own playoff bracket. You can also practice your skills in practice mode, or save unfinished seasons and playoffs and resume them later.

SINGLE GAME

Single Game is the quickest way to get on the court. Select teams, choose controllers, and start running the floor. You can also make coaching decisions for lineups and plays in Single Game play.

SEASON PLAY

In Season Play you play and simulate your way through the 1999–2000 NBA season. NBA Inside Drive 2000 keeps track of standings and statistics and sets up a playoff bracket if your team gets into the post season.

PLAYOFFS

With Playoffs, you bypass season play and go directly to the playoffs. Organize a tournament and play and simulate games to determine a playoff champion. NBA Inside Drive 2000 keeps statistics and results for all teams and players in the playoffs.

Playing a single game

To quickly get on the court, select Single Game. Statistics and game results are not saved for single games.

To play a single game

- 1 On the Start Up screen, click Single Game.
- 2 On the Team Select screen, click the arrows under the team logos to choose your teams. The team logo and percentile rankings will appear as each team is selected, allowing you to compare relative team strengths.

- 3 To view the starting lineups and matchups, make lineup changes, or select plays, click **Coaching** on the navigation bar.
- 4 On the navigation bar, click **User Controls**, and then drag the controller you want into the slot for a team. If you don't select a controller, the computer will control both teams.
- 5 Click **Play Game** to start playing.

TO PLAY TONIGHT'S GAME

- 1 On the Startup screen, click **Tonight's Game**.
- 2 In the list, choose the game you want to play, and then click **OK**.

Note If today's date doesn't fall within the dates that the NBA plays (roughly November through April), you'll see a message saying, "No games scheduled tonight." If you are within the NBA season, you'd see this message also if there were simply no games scheduled for today.

Changing the lineup

You can change the lineup before a game or make substitutions during a game.

TO CHANGE THE LINEUP BEFORE A GAME

- 1 On the navigation bar, click **Coaching**.
- 2 At the top of the screen, click **Roster**.
- 3 Under the team icon, click **Home** or **Away**.
- 4 Under **Bench**, drag players to a position on the court under **Line up**.

When you start your game, these are the players that will be playing.

TO MAKE SUBSTITUTIONS DURING A GAME

- 1 During game play, press **ESC**.
- 2 On the navigation bar, click **Coaching**.
- 3 Follow steps 2-4 from the above procedure.
- 4 When you're satisfied with your changes, click **Play Game** to return to the game.

Choosing controllers

Before you start playing your game, you'll need to choose which controllers you want to use.

To choose a controller

- 1 On the navigation bar, click **User Control**.
- 2 NBA Inside Drive 2000 automatically detects a controller on your computer and places it at the top of the home team's list of players. Drag the controller to the player you want to control on either team.

Note The player-switch toggle in each player's box is originally set to Automatic. To change the setting for player switch, click the toggle to either Manual or Role play. See "Customizing controllers."

- 3 Click **Play Game** to start your game.

Note If you want the computer to play for both teams, drag all controllers to the middle area.

Game options

Before or during game play, you can change the rules, sounds, and camera views, or adjust game performance. Adjust your settings, and then click **OK**.

Quitting Microsoft NBA Inside Drive 2000

TO QUIT MICROSOFT NBA INSIDE DRIVE 2000

- 1 On any pre-game screen, click the **Close** button in the upper-right corner of the screen.

-Or-

If you are playing a game and want to quit, press **ESC**, and then click the **Close** button.

- 2 In the Quit dialog box, click **OK**.



QUITTING A GAME IN PROGRESS

Note When you quit a playoff or season game in progress, you can't save it.

TO QUIT A GAME

- 1 During a game, press **ESC**.
- 2 On the navigation bar, click **Quit**.
- 3 In the Quit dialog box, click **OK**.

Controlling Your Team

Customizing controllers

There are a couple ways you can customize your controllers: setting the type of player switch you want, and assigning the buttons or keys on your controller to perform specific actions on the court.

Note You can only customize player switches for game pads or joysticks.

TO CUSTOMIZE YOUR CONTROLLER FOR PLAYER SWITCHES

- 1 After you've dragged a game pad or joystick to the player you want to control, the button next to the player's name will display **Automatic**. If you choose this option, you will always control the player with the ball on offense and closest to the ball on defense.
- 2 If *you* want to decide when to switch control, click the button to **Manual**. Each type of controller has a button or key for switching players.

-Or-

If you want to control the selected position for the entire game, click the button again to display **Role play**.

- 3 When you're satisfied with your changes, click **Play Game** to start your game.

TO CUSTOMIZE BUTTON OR KEY ASSIGNMENTS FOR YOUR CONTROLLER

- 1 After you've dragged a controller to the player you want to control, click **Customize** at the bottom of the dialog box.
- 2 In the Customize dialog box, click the button you want to assign a set of actions to, and then press that button or key on your controller. That button number or key will be displayed in the button in the dialog box.

Click the arrows on the scroll bar to see more choices.

- 3 When you're satisfied with your changes, click **OK**.

Note After you click a button, other items on this screen are locked until you've pressed a button or key on your controller.

Game pad and joystick commands

NBA Inside Drive 2000 gives you comprehensive command of your team. The table below, arranged by controller buttons, summarizes basic game controls for a game pad and joystick. For advanced controller moves, see the topics beginning on page 17. For descriptions of individual moves such as how to dunk or use advanced rebounding, blocking, or shooting, see the topics beginning on page 19.

BASIC GAME PAD & JOYSTICK CONTROLS

<i>Control</i>	<i>On offense, with ball</i>	<i>On offense, without ball</i>	<i>On offense</i>
D-pad	Move player	Move player	Move player
Button 1	Shoot: hold, then release Fake shot: tap	Jump for rebound	Jump for rebound or block/put hands up
Button 2	Pass	Switch player	Switch player
Button 3	—	Call for pass	Steal
Button 4	Crouch, protect ball	—	Crouch, guard player
Button 5	Call for pick	Set pick	Take a charge
Button 6	Pivot	—	Trap
Button 7	Turbo (double tap for deke move)	Turbo	Turbo
Button 8	Turbo (double tap for deke move)	Turbo	Turbo
Button 9	pauses/resumes game	pauses/resumes game	pauses/resumes game
Button 10	Calls plays: Hold + buttons 1-5 for offensive plays	—	—

Keyboard commands

NBA Inside Drive 2000 gives you comprehensive command of your team. The table below summarizes basic game controls for a keyboard. For advanced controller moves, see the topics beginning on page 17. For descriptions of individual moves such as how to dunk or use advanced rebounding, blocking, or shooting, see the topics beginning on page 19.

BASIC KEYBOARD CONTROLS

<i>Control</i>	<i>On offense, with ball</i>	<i>On offense, without ball</i>	<i>On offense</i>
Arrow keys	Move player	Move player	Move player
SPACEBAR	Shoot: hold, then release Fake shot: tap	Jump for rebound	Jump for rebound or block/put hands up
Left ALT key	Pass	Switch player	Switch player
X key	—	Call for pass	Steal
CTRL key	Crouch, protect ball	Box out defender	Defensive crouch
Z key	Call for pick	Set pick	Take a charge
C key	Pivot	—	Trap
SHIFT key	Turbo (double tap for deke move)	Turbo	Turbo

Note If you are using a keyboard that differs from the standard U.S. keyboard, you may want to customize your keyboard. For example, if you normally press SHIFT to type a numeral, don't do that to call plays.





Mouse commands

NBA Inside Drive 2000 gives you comprehensive command of your team. The table below summarizes basic game controls for the mouse. For advanced controller moves, see the topics beginning on page 17. For descriptions of individual moves such as how to dunk or use advanced rebounding, blocking, or shooting, see the topics beginning on page 19.

BASIC COMMANDS

<i>Control</i>	<i>On offense, with ball</i>	<i>On offense, without ball</i>	<i>On offense</i>
Move mouse	Move player	Move player	Move player
Left click	Shoot: hold, then release Fake shot: tap	Jump for rebound	Jump for rebound or block/put hands up
Right click	Pass	Switch player	Switch player
/ key (on number keypad)	—	Call for pass	Steal
+ key (on number keypad)	Crouch, protect ball	Box out defender	Defensive crouch
* key (on number keypad)	Call for pick	Set pick	Take a charge
ENTER key (on number keypad)	Turbo (double tap for deke move)	Turbo	Turbo

Special shot controls

Use these tables to enhance your ability to adjust your shot to give you an edge over your opponent.

Note Some moves are based on real-player tendencies; not all players may perform moves such as the hook shot or the dunk.

<i>Special shot controls</i>	<i>Controller move</i>
Tap button 1	Pump fake
Button 1 + D-pad toward basket, player near basket	Dunk or layup (depends on player tendencies)
Button 1 + D-pad toward basket, player away from basket	Lean-in shot
Button 1 + D-pad away from basket	Fade-away shot
Button 1 + D-pad to side	Off-balance shot
Button 1 + D-pad, player sideways to basket	Hook shot (depends on player tendency)

Special passing controls

Use these controls to enhance your ability to direct your passes.

<i>Special passing controls</i>	<i>Controller move</i>
Tap button 2	Pass to nearest player, any direction
Tap button 2 + D-pad	Pass to nearest player, selected direction
Button 7 or 8 + D-pad + tap button 2	Pass to farthest player, selected direction
Tap button 2 during pass	Switch to player receiving pass (only if player switch is on manual)
Tap button 2 during shot (holding button 1)	Pass out of the shot
Pass to player in low post (works only under certain conditions)	Lob pass for alley-oop play



Other special controller moves on offense

Playing offense is more than just passing and shooting. Use these controls for in-depth control of your team on offense.

<i>Controller move</i>	<i>Action</i>
Hold, then release, button 1 (if ball rebounder)	Advanced offensive rebounding
Hold button 4	Crouch, guard ball, face away from nearest defender
Hold button 4 + D-pad	Power Strafe: back down defender (success is based on strength and weight ratings)
Hold button 4 (after shot is up)	Box out for rebound
Hold button 10, then press buttons 1-5	Calls plays as they are numbered on Playbook screen

Special controller moves on defense

Sometimes defense is the name of the game. Use these extra controls to enhance your tough defense.

<i>Controller move</i>	<i>Action</i>
Button 4 + D-pad	Strafe: move laterally to cut off ball handler or move toward ball handler to push him back
Hold button 4 (after shot is up)	Box out for rebound
Turbo + tap button 3	Intentionally foul ball handler
Button 1 (hold, then release, if ball rebounder)	Advanced defensive rebounding
Button 1 (hold then, release, if facing shooter)	Advanced shot blocking

Game quick keys

Use these quick keys to pause the game and quickly get information.

<i>Action</i>	<i>Keyboard</i>	<i>Game pad</i>
Paused Game menu	ESC	START
Screen overview	F1	START



On the Court: Offense

Shooting

You can't score if you don't shoot, so perfecting your shooting skills is one key to your offense. NBA Inside Drive 2000 has both a basic and an advanced shooting mode.

TO SHOOT THE BALL

With both basic and advanced shooting, taking a shot is a two-step process.

- 1 With the ball handler under your control, hold the shooting button or key down.
- 2 Release the shot button or key before your player hits the ground. The shooter will release the ball when you release the button. If you do not release the shot, you will be called for traveling.

BASIC SHOOTING

With basic shooting, the accuracy of the shot is determined by the player's ratings and the distance from the basket. The timing of your shot release is not a factor as long as you release the ball before the player's feet hit the ground.

ADVANCED SHOOTING

With advanced shooting, the timing of your shot release is also used to calculate the accuracy of the shot. Your goal is to release the shot as near as possible to the apex of the player's jump. The closer you are to the apex, the more accurate the shot.

With either type of shooting, player tendencies, along with orientation to the basket, will determine if the player dunks, tries a layup, or takes a jump or hook shot. You can also use your directional controls to shift a player as he shoots, adjusting the shot to avoid a defender. See "Special shot controls" on page 17 for more information.

HOT PLAYERS

If one of your players makes three field goals in a row (or two three-pointers), he is considered to be hot, and you'll see a flashing red icon under his player indicator. When a player is hot,

his ability to make shots goes up by five percent. Not a lot, but it could make the difference in a close game. However, if the hot player misses three shots in a row, or another player becomes hot, the first player becomes...not hot.

Passing

Crisp and accurate passing is the key to a well-oiled offensive machine. You have great control over all of your passes in NBA Inside Drive 2000.

While the ball handler is under your control, combinations of tapping and holding the pass button or key, along with use of the directional controls, gives you two main types of passes: general and directional.

GENERAL PASSING

To pass the ball to the player nearest to you on the court, simply tap the pass control or key and your player will pass to the teammate nearest to the ball.

To pass to a player farther away, use the turbo button, then use the pass control. The ball handler will pass the ball downcourt.

Note The turbo + pass option is available only while using a game pad or joystick.

DIRECTIONAL PASSING

With directional passing, a combination of your directional control and your passing control allows you to target a particular player to receive the pass.

Press the directional control you want, then tap the pass control. The pass will be aimed at the teammate nearest the ball handler in the selected direction. For a directional pass down court, use the turbo button, then use the directional pad plus the pass button.

Note The turbo + D-pad + pass option is available only while using game pad or joystick.

Offensive rebounding

You have two ways of hitting the offensive glass: basic and advanced.

BASIC REBOUNDING ON OFFENSE

With basic rebounding, if your offensive player is near the rebound, press the button or key to jump for a rebound. The player's rebound rating and position in relation to the ball will determine if he gets the rebound or attempts to tip the ball in. Moving your player toward the ball improves your chances of grabbing the rebound.

ADVANCED REBOUNDING ON OFFENSE

Advanced rebounding allows you to maximize your abilities around the basket.

- 1 Press the jump button plus the directional control to start your player jumping toward the rebound.
- 2 Release the jump button to try to grab the ball. The player's rebound rating determines if he gets the rebound and performs one of two actions:

If the player is close enough to the hoop moving toward the hoop he will try to tip the ball in.

If the player is too far from the hoop or is moving away from the hoop, he will grab the rebound.

Taking free throws

Free throws often mean the difference between winning and losing, so make your free throws count.

TO USE THE FREE-THROW METER

- 1 When the free-throw meter appears, press the shooting button or key. The line on the free-throw meter will begin moving toward the Power region.
- 2 Press the shooting button or key again to stop the line as close as possible to the center of the Power region. The line will immediately begin moving left, toward the Accuracy region.
- 3 Press the shooting button or key a third time to stop the line as close as possible to the center of the Accuracy region. The player will then shoot a free throw, based on the two settings in the free-throw meter.

On the Court: Defense

Fronting a player

Good defense is played in part with good body positioning. With NBA Inside Drive 2000 you can play especially tough defense using the Power Strafe button.

TO FRONT A PLAYER

- 1 Move your selected defender in front of the ball handler.
- 2 Press button 4 to initiate a power strafe. Your defender will crouch and widen his stance.

Note If you have selected Sticky Strafe on the Customize menu of the controls screen, the player will remain crouched until you push button 4 again. If you do not have sticky strafe on, you must hold button 4 to power strafe.

- 3 If your defender has a strength or weight advantage over the ball handler, you can push the ball handler back using the directional controls.

Blocking shots

Blocking the opponent's shot is a key to tough defense. You have two methods of blocking shots in NBA Inside Drive 2000: basic and advanced.

BASIC SHOT BLOCKING

With basic shot blocking, the block is determined by a player's block rating and the timing of your shot-blocking leap in relation to the actual shot. Press the button for blocking when you're ready to swat away the shot.

ADVANCED SHOT BLOCKING

With advanced shot blocking, you have more control over the attempted block. Your ability to block is a combination of your player's block rating and the timing of your pressing and releasing the jump button or key.

- 1 Press the jump button to start your player jumping.
- 2 Release the jump button to swipe at the ball. If the ball is within reach of the player's hand he will block the shot.

Defensive rebounding

You have two ways of crashing the defensive backboards: basic and advanced.

BASIC REBOUNDING ON DEFENSE

With basic rebounding, if your defensive player is near the rebound, press the button or key to jump for a rebound. The player's rebound rating and position in relation to the ball will determine if he gets the rebound. Moving toward the ball improves your chances of grabbing the rebound.

ADVANCED REBOUNDING ON DEFENSE

- 1 Press the jump button plus the directional button to start your player jumping toward the rebound.
- 2 Release the jump button to try to grab the ball. If the ball is within the player's rebounding range (determined by his rebounding rating), he will grab the rebound.

Stealing the ball

A good way to play defense is to harass the ball handler and try for the steal.

TO STEAL THE BASKETBALL

- 1 Move your defensive player in front of the ball handler, if possible. If you are behind him or off to the side, you increase your chances of having a foul called.
- 2 Press the steal button or key. The player will swipe at the ball. If you get the ball without hitting the ball handler's body, you may get the steal.

Note To perform an aggressive steal, press the Turbo button or key at the same time. That combination, however, may cause you to intentionally foul the ball handler.

Season Play Playing a season

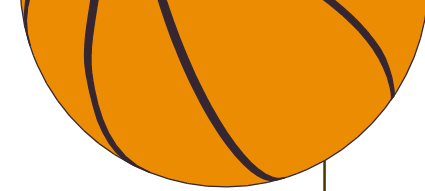
In Season Play, you simulate and play an entire NBA season. NBA Inside Drive 2000 keeps standings and statistics for the season in progress. There are two steps to playing a season: setting up a season, and saving a season.

TO SET UP A SEASON

- 1 On the Start Up screen, click **Season Play**.
- 2 On the Team Select screen, click the arrows under the logo, or click a team name in the list.
- 3 Click **Sports Pages**. The season schedule for the selected team will appear on screen. Use the season schedule to play and simulate a season.

TO SAVE AND PLAY A SEASON

- 1 From the Sports Pages screen, click **Startup** on the navigation bar.
- 2 In the text box, type a name for your season, and then click **Save**. The Startup screen will appear.
- 3 Click **Load Game**.
- 4 Under Saved Games, click the season you want to play, and then click **Load**.



- 5 On the Sports Pages screen, click the game you want to play, and then click **Play Game**.

TO USE THE SEASON SCHEDULE

You have three options for completing a season on the Schedule screen.

- Simulate individual games: Click a game on the calendar, and then click **Simulate Game**. NBA Inside Drive 2000 will simulate the game as well as results for all unplayed games prior to the selected game.
- Play individual games: Click a game on the calendar, and then click **Play Game**. NBA Inside Drive 2000 will simulate results for all games prior to the selected game. After you have finished playing the game, the results will appear on the calendar.
- Simulate the entire season: Click **Simulate Season**. NBA Inside Drive 2000 will simulate results for all season games and automatically set up the playoffs.

Playing season playoffs

Once you have completed simulating or playing a season, NBA Inside Drive 2000 automatically sets up a playoff bracket based on the season results, but only if your selected team makes the playoffs. Play or simulate the playoffs to determine the champion for your season.

TO PLAY SEASON PLAYOFFS

- 1 At the end of your season, the Sports Pages screen will appear, showing the playoff bracket.
- 2 Click the matchup you want to highlight it.
- 3 You now have four choices for completing your season playoffs:
 - Click **Play Game** to play the next scheduled game of a selected series. Be sure to click User Control to choose a controller.
 - Click **Simulate Game** to simulate the next scheduled game of a selected series.
 - Click **Simulate Series** to simulate results for an entire series.
 - Click **Simulate Round** to simulate the entire round of the playoffs.

Saving a season or playoff

Since you probably won't want to play a playoff or an entire season in one sitting, you can save your playoff or season and resume it later.

TO SAVE A SEASON OR PLAYOFF BEFORE PLAYING A GAME

- 1 After you've chosen your season or playoff schedule on the Sports Pages screen, click **Start Up**.
- 2 In the **Load Game** dialog box, type a name for your playoff or season in the text box, and then click **Save**. The Start Up screen will appear.
- 3 Click **Season Play**, choose your controllers, and then click **Play Game**. Your season will start with the season or playoff game you chose.

Note If you didn't save your season or playoff before playing the first game, the Load Game dialog box will appear after you finish playing your first game, allowing you to save your season or playoff then.

Viewing season standings

You can see your season standings or playoff standings on the Sports Pages screen.

TO VIEW SEASON STANDINGS

- 1 On the Start Up screen, click **Season Play**, and then click **Sports Pages**.
- 2 On the Sports Pages screen, click the **Standings** tab.

The standings for your current season will appear.

Viewing statistics

NBA Inside Drive 2000 puts the numbers easily within reach. You can view your own season statistics.

TO VIEW STATISTICS

- 1 On the Start Up screen, click **Season Play**.
- 2 On the navigation bar, click **Sports Pages**.
- 3 On the Sports Pages screen, click the **Statistics** tab.

The statistics for your most current season will appear. Use

the drop-down list to select real NBA statistics or to view the statistics for other saved seasons.

- 4 Use the **Players** or **Teams** tab to select the statistics you want to view.

Resuming a season

You can save as many unfinished seasons as you want and resume them later.

TO RESUME A SEASON

- 1 On the Start Up screen, click **Load**.
- 2 Under **Saved Games**, click the season you want to resume, and then click **Load**.
- 3 The Sports Pages screen will appear, displaying the current schedule for this season. Continue with your season by simulating or playing games.

Playoffs

Setting up a playoff

This procedure sets up the basics for playing a playoff.

TO SET UP A PLAYOFF SERIES

- 1 On the Start Up screen, click **Playoffs**.
- 2 Drag teams to the playoff brackets under Eastern and Western.
You can drag teams from one playoff bracket to the other, or from the list in the middle of the screen. To see more teams in the list, click a heading: Pacific, Midwest, Central, or Atlantic.
- 3 Under **Playoff length**, click the number of games you want in each round of the playoffs.
- 4 On the navigation bar, click **Sports Pages** to choose which matchup you want to play.
- 5 When you're satisfied with your changes, click **Play Game** to play the first scheduled game of your playoffs.

Note If you go to the Start Up screen after setting up your playoffs, you'll be asked to save your playoffs. See "Saving a season or playoff" on page 27 for more information.

Playing a playoff

After you've chosen your teams on the Team Select screen, you can play or simulate any of the games, series, or rounds in your playoff.

TO USE THE PLAYOFF BRACKET

- 1 On the navigation bar, click **Sports Pages**.
- 2 In the bracket, click the matchup you want to highlight it.

Click **Play Game** if you want to play the next scheduled game in the series.

Under **Simulate**, click **Game**, **Series**, or **Round** to simulate the next scheduled game, series, or round of your playoff. The bracket will show the results.

Note You can always play the next scheduled game in the playoffs, regardless of how many games, series, or rounds you've simulated. Just be sure to highlight the series for the game you want to play.

Resuming a playoff

You can save as many playoffs as you like and resume them later.

TO RESUME A PLAYOFF SERIES

- 1 On the Start Up screen, click **Load**.
- 2 Under **Saved Games**, click the playoffs you want to resume, and then click **Load**.

The Sports Pages screen will appear, where you can change the teams in your playoffs.

Resuming Saved Games

Resuming or deleting a saved season or playoff

You can save as many unfinished seasons as you want and resume them later.

TO RESUME A SAVED SEASON OR PLAYOFF

- 1 On the Start Up screen, click **Load**.
- 2 Under **Saved games**, click the season or playoff you want to resume, and then click **Load**.

The Sports Pages screen appears, where you can simulate or play season games.

TO DELETE A SAVED SEASON OR PLAYOFF

- 1 On the Start Up screen, click **Load**.
- 2 Under **Saved games**, click the season or playoff you want to delete, and then click **Delete**.
- 3 Click **OK**.

Practice **Practicing**

Having trouble with your jump shot? Do you need to work on setting a screen or playing defense? Use practice mode to work on your skills without the pressure of having to perform in a game.

Note The Sports Pages screen is not available in Practice mode.

TO SET UP A PRACTICE SESSION

- 1 On the Start Up screen, click **Practice**.
- 2 Select the two teams you want to practice with, and then click **User Control**.
- 3 Drag a controller to the player on the team you want to initially control.
- 4 Click **Play Game**.

Tip If you choose one controller for each team, you can play one-on-one.

Note If you have user-controlled players on both teams, the game adopts half-court pickup rules: when the defense gets a rebound, they must “take it out” by returning to the second set of hash marks before shooting.

Coaching: Roster Changes **Changing the lineup**

You can change the lineup before a game or make substitutions during a game.

TO CHANGE THE LINEUP BEFORE A GAME

- 1 On the navigation bar, click **Coaching**.
- 2 At the top of the screen, click **Roster**.
- 3 Under the team icon, click **Home** or **Away**.

- 4 Under **Bench**, drag players to a position on the court under **Line up**.

When you start your game, these are the players that will be playing.

TO MAKE SUBSTITUTIONS DURING A GAME

- 1 During game play, press **ESC**.
- 2 On the navigation bar, click **Coaching**.
- 3 Follow steps 2-4 from the above procedure.
- 4 When you're satisfied with your changes, click **Play Game** to return to the game.

Making substitutions during a game

If one of your players is not playing as expected, or if he's in foul trouble, ease him on over to the bench and put someone else in his place.

TO MAKE A SUBSTITUTION DURING A GAME

- 1 During game play, press **ESC**.
- 2 On the navigation bar, click **Coaching**.
- 3 At the top of the screen, click **Roster**.
- 4 Under the team icon, click **Home** or **Away**.
- 5 Under **Bench**, drag players to a position on the court under **Line up**.
- 6 When you're satisfied with your changes, click **Play Game** to return to the game.

Comparing players and making trades

You can trade players between teams only before a game.

TO MAKE A TRADE

- 1 On the navigation bar, click **Coaching**.
- 2 At the top of the screen, click **Trade**.
- 3 Under the team logo, click **Home** or **Away**.
- 4 Under the team logo on the right, click the arrows to choose the team you want to trade with.

5 In the list on the left, click the player you want to trade. In the list on the right, click the player you want.

If you want to compare players' statistics before you trade them, click **Compare**.

6 When you're ready to make the trade, click **Trade**.

The new player will now appear in your lineup.

Matchups

Set your matchups the way you want them to ensure that the right players are guarding each other. You can set matchups either before a game or during game play, for specific play sets, or to gain an advantage with a mismatch.

TO SET MATCHUPS

1 On the navigation bar, click **Coaching**.

2 At the top of the screen, click **Strategy**.

3 Click **Matchups**.

4 Under the team logo, click **Home** or **Away**.

5 Click a player on the left that you want to assign to guard a player on the right, and then click that player on the right.

6 Click **Assign**.

The two players will now be across from each other in the list. If you want a player on the right double-teamed by your team, click **Double-team** to **On** next to that player's name.

Note If you want the computer to assign matchups for you, click **Computer manages matchups** to **Yes**.

Coaching: Playbook

Types of plays

Before you start plugging in new plays into your playbook, it's helpful to understand something about the plays. For example, if you have a quick, young team, you might want more motion plays designed to take advantage of speed and quickness. Offensive plays are grouped into six categories:

Post: Uses post players to create mismatches with smaller defensive players.



Isolation: Isolates the best shooter for one-on-one opportunities.

3 point: Frees up a good 3-point shooter for an open shot.

Lob: Sets up the offense for a lob or alley-oop pass to the basket.

Motion: Creates movement from the offensive players and confuses the defense with a variety of cuts and screens.

Delay: Uses up the game and shot clocks while holding a lead late in the game.

Changing your playbook

You can add a number of plays to a team to design a custom playbook.

TO ADD A PLAY TO YOUR TEAM'S PLAYBOOK

- 1 On the navigation bar, click **Coaching**.
- 2 At the top of the screen, click **Playbook**.
- 3 Under the team logo, click **Home** or **Away**.
- 4 Under **NBA Playlist**, click a tab to choose a type of play.
- 5 Click the play you want to add to your playbook.
A diagram of the play appears in the diagram on the right.
- 6 Drag the play to **Playbook**.

That play is now added to the five plays you can run for this team. Make a note of the number to the left of the play; you'll need to know that number when you call a play during a game.

If you want to return to your original five plays, click **Default 5**.

Restoring the original playbook

If the new plays you've been using haven't been working out for you, maybe you want to go back to your original playbook. This procedure will give your team the original playbook that came with NBA Inside Drive 2000.

TO RESTORE THE ORIGINAL PLAYBOOK

- 1 On the navigation bar, click **Team Select**, and then use the arrows to find the team whose playbook you want to restore.
- 2 On the navigation bar, click **Coaching**.
- 3 At the top of the screen, click **Playbook**.

- 4 Under the team logo, click **Home** or **Away** to find the team you want to change, and then click **Default 5**.

When you return to game play, this team will be running its original five plays.

Reading a play diagram

Each play in NBA Inside Drive 2000 includes a play diagram to show you what the offensive play is designed to do. There are a number of symbols you'll need to know to understand the diagrams:

PLAYERS:

Blue circle - player on offense

Gray circle – player on defense

PG – point guard

SG – shooting guard

PF – power forward

SF – small forward

C – center

MOVEMENT:

Squiggly red line – indicates ball-handler dribbles, moves in direction of arrow

Solid red line – offensive player off-ball moves in direction of arrow

Dotted red line – indicates path of ball on a pass or pass option

Solid red line with T shape – indicates offensive player setting screen

TEXT:

White text – indicates particular player action, such as “shot” or “screen & roll”

TIPS:

Some plays are designed to free up a single player for a single shot. Others are designed to open up options for a playmaking point guard.

Note that players off the ball often have multiple assignments, such as setting a screen, then rolling off the screen to receive a pass or put themselves in position for a rebound.

Plays that require multiple steps are indicated by circled numbers, one for each step required to run the play.

Calling offensive plays during a game

Now that you've got some plays in your custom playbook, you'll need to call them during the game. It's easy.

TO CALL AN OFFENSIVE PLAY USING THE GAME PAD

- For either team, hold button **10** while pressing button **1**, **2**, **3**, **4**, or **5** on your game pad. These numbers correspond to the plays you've chosen on the Playbook screen.

The name of the play will be displayed at the top of the screen.

TO CALL AN OFFENSIVE PLAY USING THE KEYBOARD

- For the home team, press **1**, **2**, **3**, **4**, or **5** on your keyboard. These numbers correspond to the plays you've chosen on the Playbook screen.
- For the visiting team, press **6**, **7**, **8**, **9**, or **0** on your keyboard.

The name of the play will be displayed at the top of the screen.

Coaching: Setting Strategies on Offense Understanding offenses

You can change your team's style of offense to match the characteristics of the players on the court. For example, if you have quicker players than your opponent, you may wish to increase the offensive tempo to create fast-break opportunities.

Tempo: The rate at which your team advances the flow of the game. A high tempo means your team will run the floor more to advance the play.

Intensity: The overall level of aggressiveness your team uses while on offense. A high intensity means your players will tend to drive to the net more.

Rebounding Aggressiveness: The intensity your players use while pursuing offensive rebounds. A high level of aggressiveness increases the chances of offensive rebounds but increases the chances of giving up fast-break opportunities to the defense.

Selecting a style of offense

You can set your offense either before a game or during game play.

TO SET A STYLE OF OFFENSE BEFORE A GAME

- 1 On the navigation bar, click **Coaching**.
- 2 At the top of the screen, click **Strategy**.
- 3 Click **Offense**.
- 4 Under the team logo, click **Home** or **Away**.
- 5 Choose the options you want: click buttons to **On** to turn an option on, and click the plus and minus signs to increase the tempo, intensity, and rebounding aggressiveness of your team.

Note If you want to let the computer set the defensive style for you, click **Computer manages offensive settings** to **Yes**. However, if you've set the difficulty level to All-star or Veteran in the Options dialog box, you won't be able to let the computer manage the offensive style.

TO SET A STYLE OF OFFENSE DURING A GAME

- 1 During game play, press **ESC**.
- 2 On the navigation bar, click **Coaching**.
- 3 Follow steps 2 through 5 above.
- 4 When you're satisfied with your changes, click **Play Game** to return to game play.

Coaching: Setting Strategies on Defense

Understanding defenses

You can change your team's style of defense to match the characteristics of the players on the court. A team that plays with a high level of defensive pressure and aggressiveness will attempt to grab more defensive rebounds and create turnovers.

Defense: The overall style of defense your team plays, such as a full-court press or a half-court. All overall team defensive strategies are man-to-man.

Ball-Handler Defense: The tactics your team uses against the ball carrier for the opposing team. For example, you can choose to force the ball carrier to the sidelines or prevent him from driving to the net.

Post Defense: The tactics your team uses when playing the post. You can also specify to double-team the ball carrier when play is in the post.

Defensive Pressure: The overall level of defensive pressure applied by your team.

Rebounding Aggressiveness: The intensity at which your players pursue defensive rebounds. A high level of aggressiveness increases the chances for defensive rebounds at the expense of fast-break opportunities.

Selecting a style of defense

Defensive pressure can be changed before a game or during crunch time to turn up the heat.

TO SET A STYLE OF DEFENSE BEFORE A GAME

- 1 On the navigation bar, click **Coaching**.
- 2 At the top of the screen, click **Strategy**.
- 3 Click **Defense**.
- 4 Under the team logo, click **Home** or **Away**.

- 5 Choose the options you want: click buttons to **On** to turn an option on, click the radio buttons to choose items, and click the plus and minus signs to increase the overall defensive pressure, pressure on the ball handler, and rebounding aggressiveness of your team.

Note If you want to let the computer set the defensive style for you, click **Computer manages defensive settings** to **Yes**. However, if you've set the difficulty level to All-star or Veteran in the Options dialog box, you won't be able to let the computer manage the defensive style.

TO SET A STYLE OF DEFENSE DURING A GAME

- 1 During game play, press **ESC**.
- 2 On the navigation bar, click **Coaching**.
- 3 Follow steps 2 through 5 above.
- 4 When you're satisfied with your changes, click **Play Game** to return to game play.



Options

Performance

Performance varies from machine to machine. The Performance tab gives you the chance to optimize performance for your computer by adjusting different settings. In general, more detail means slower performance.

TO CHANGE PERFORMANCE OPTIONS

- 1 From any set up screen, click **Options**.
- 2 Click the **Performance tab**. You can make changes to the following:

Stadium Detail: Choose the level of detail of the floor and the crowd in the game.

Shadow Type: Turn shadows off or select the type and detail of shadow you want.

Player Label: Turn player indicator off or select the type of indicator you want.

Player Detail: Choose from Low, Medium, or High.

Details: Turn crowd, reflections, players' smooth head movement, referee, passing indicator, hot-player indicator, or shot clock on or off.

Scoreboard Display: Decide when you want the in-game scoreboard to be displayed. If you choose Intermittent, the scoreboard will be displayed whenever the score changes.

Number of refs: Click the arrows to choose the number of referees you want in the game, from none to three.

- 3 When you're satisfied with your changes, click **OK**.

Sound

Sound affects game performance but also enhances a game's atmosphere. Make selections for the following sounds on the Sound tab.

TO CHANGE SOUNDS

- 1 From any set up screen, click **Options**.

- 2 Click the **Sound** tab. You can make changes to the following:
 - Button Sounds:** the sounds that play when you click on-screen buttons
 - Music:** composed and performed by Spearhead exclusively for Microsoft NBA Inside Drive 2000
 - Game:** the bounce of the ball, the dunks, the squeak of the shoes, and other in-game sounds
 - Crowd:** crowd and arena noise
 - Commentary:** Kevin Calabro's play-by-play and Marques Johnson's color commentary
- 3 Click the plus sign to increase the volume, and the minus sign to decrease the volume.
- 4 When you're satisfied with your changes, click **OK**.

Rules

There are the official rules, and then there are your rules. Make selections regarding rules and other in-game settings on the Rules tab.

Note During game play, you can make changes to rules only between quarters.

TO CHANGE THE GAME RULES

- 1 From any set up screen, click **Options**.
- 2 Click the **Rules** tab. You can make changes to the following:
 - Officiating:** Set the style of officiating you prefer, from the heavy-handed to the hands-off approach. Click **Foul Out** to **On** if you want players to foul out after committing a sixth foul.
 - Violations:** Click any of these to **On** if you want them to be called during game play.
 - Player Status:** Click **Fatigue** to **On** to if you want your players to tire realistically. Click **Fatigue Indicator** to **On** if you want to display a bar that drains its color as your player tires.
 - Difficulty Level:** Assess your skills and choose the appropriate level, from Arcade, the easiest, to All-Star, the toughest.

Clock Settings: Click any of these to **On** if you want these clocks to apply during game play.

Length of Quarter: Click the arrows to set the length of the quarters from one to twelve minutes.

- 3 When you're satisfied with your changes, click **OK**.

Cameras

You can watch the game from a number of different perspectives and change the views easily. You can also choose if you want automatic replays to run after great plays.

TO CHANGE THE CAMERA VIEWS

- 1 From any set up screen, click **Options**.
- 2 Click the **Camera** tab. The available views are described below:

Game cam: The view that gives you the best all-around look at the action; the default view during game play.

Low Slash cam: Follows the action down the floor, from the sidelines and along a diagonal.

Baseline cam: With a view from the baseline, follows the offensive team down the floor.

Sideline cam: With a view from the sidelines, follows the action up and down the floor.

Overhead cam: A view from directly overhead, following the ball up and down the court.

High Slash cam: A view from the nosebleed seats.

Drive cam: A view that emphasizes where the action is on the court.

Freethrow cam: If you don't want the camera to change for free throws, click this to **Off**.

Auto replay: If you don't want to see automatic replays of great plays, click this to **Off**.

Zoom settings: Click the right arrow to get a closer camera view of the action, or click the left arrow if you want the camera to pull back. Zoom settings are not dynamic; the zoom setting you chose will remain constant throughout the game.

- 3 When you're satisfied with your changes, click **OK**.

Video

If you have a 3D-accelerated video card, you may as well make the most of it. This is the place to do that.

TO CHANGE THE VIDEO OPTIONS

- 1 From any set up screen, click **Options**.
- 2 Click the **Video** tab. You can make changes to the following:
 - Screen Resolution:** Choose the in-game screen resolution you want. If you set the game to a resolution higher than 640x480 and that resolution is not supported by your video card (for whatever reason), the game will be displayed in 640x480.
 - 3D Graphics Driver:** Click **Primary Display Driver** if you want to use a 2D-capable display adapter that has 3D acceleration capabilities. Click a custom original-equipment manufacturer (OEM) display driver if you have a unique 3D acceleration device. Click **Software** if you don't have a 3D acceleration-capable display adapter, or if "Direct3D HAL" does not appear in the **3D Graphics Device** box below when you clicked on either **Primary Display Driver** or an OEM driver.
 - 3D Graphics Device:** If you have a display adapter that is capable of 3D acceleration, "Direct3D HAL" will be displayed in this box. If you don't have this kind of display adapter, this box will display "Software," or it will be blank. If the box is blank, you won't be able to play the game.
- 3 When you're satisfied with your changes, click **OK**.

Game-play Features

Using Game Details

The Game Details tab shows you the current score and game time and provides up-to-the-minute statistics for the two teams in the game.

TO SEE GAME DETAILS

- 1 During game play, press **ESC**.

The Paused Game screen will appear, with the Game Details tab on top.

The Game Details tab shows you team statistics: the score, turnovers, field goals attempted and made, three-point shots attempted and made, free throws attempted and made, steals, rebounds, blocks, and assists.

You can also take time-outs for both teams and see replays of the action.

- 2 To return to the game, click **Play Game**.

Reading the Box Score

The box score summarizes the individual player performances for the current game.

TO READ THE BOX SCORE

- 1 During game play, press **ESC**.
- 2 On the Paused Game screen, click the **Box Score** tab.
- 3 When you're finished, click **Play Game** to return to the game.



Here's how to interpret the Box Score abbreviations. Statistics refer to individual players only.

STA%: stamina used; the game starts with the player at 100%	PTS: total points scored
FGM: field goals made	FGA: field goals attempted
FG%: field-goal percentage (FGM divided by FGA)	FTM: free throws made
FTA: free throws attempted (FTM divided by FTA)	FT%: free-throw percentage
3PM: three-point shots made	3PA: three-point shots attempted
3PT%: three-point-shot percentage (3PM divided by 3PA)	REB: total rebounds, both defensive and offensive
OREB: offensive rebounds	STL: steals
ASST: assists	BLK: blocked shots
TOV: turnovers	FOUL: fouls committed
MIN: total minutes played	

Using the Shot Chart

Shot charts help coaches determine what's going right—and what's going wrong. The Shot Chart shows the number of shots made and missed.

The Shot Chart allows you to analyze every shot taken by an individual player quarter by quarter.

TO USE THE SHOT CHART

- 1 During game play, press **ESC**.
- 2 On the Paused Game screen, click the **Shot Chart** tab.
The Shot Chart shows shots made in blue, and shots missed in red, for the first player in the list on the left.
Click a different player in the list to see his shot chart.
Click the **Away** tab to see the Shot Chart for the visiting team.
In the lower-right corner of the Shot Chart, click the arrows to see results for other quarters.
- 3 When you're finished, click **Play Game** to return to the game.

Taking time-outs

Time-outs help your team regroup if they are trailing, or allows you to put in some much-needed firepower from the bench, while

giving the team a breather. Or, for serious coaches, it allows you to ice the opposing free-throw shooter when the game is close.

TO CALL A TIME-OUT

- 1 During game play, press **ESC**.
- 2 On the Game Details tab, click **Timeout** or **20 sec timeout**.
- 3 Click **Play Game** to return to game play. Both teams will head for the bench during the time-out.

Viewing Instant Replays

If you liked what you saw, then watch it again. NBA Inside Drive 2000 gives you full power to view a replay of any play.

TO START A REPLAY

- 1 During game play, press **ESC**.
- 2 Click **Replay** in the lower-right corner of the Paused Game screen. A replay of the most recent 40 seconds of game play will begin, with the replay controls in the upper-left corner of the screen.
- 3 Use the instant replay controls to view the replay.
- 4 To return to the game, click the **Close** button in the upper-right corner of the Replay control to return to the Paused Game screen, and then click **Play Game**.

Returning to your game

When you are finished using the Paused Game screen, you can easily pick up where you left off in the game.

TO RETURN TO YOUR GAME FROM THE PAUSED GAME SCREEN

In the lower-right corner of the Paused Game screen, click **Play Game**.

FREQUENTLY ASKED QUESTIONS

Controllers

Can I change or customize the buttons I use on my control device?

Yes. Drag a controller from the middle section of the User Control screen, or click on a controller already assigned to a team, and then click Customize. See “Customizing controllers” on page 12.

My force feedback controller isn't giving much feedback. What's wrong?

NBA Inside Drive 2000 does not support force-feedback controllers.

How many people can play against each other on my machine?

With Universal Serial Bus (USB) controllers and a couple of hubs, you can have up to 10 controllers in NBA Inside Drive 2000. You can daisy-chain up to four game pads.

What controllers can I use to play NBA Inside Drive 2000?

We have yet to find a controller that can't be used to play NBA Inside Drive 2000. But we haven't tried using a steering wheel.

Can I connect different types of controllers for a two-person game?

Yes, you can, using the Universal Serial Bus (USB) on your computer. Grab your USB adapter, plug your additional controllers into that, and then plug the adapter into your computer.

Game Play

The game is too difficult to play. How can I make it easier?

You may have the difficulty level set too high. In the upper-right corner of any screen, click Options, click the Rules tab, and then set the player level to Arcade or Rookie, the two easiest levels of play.

There are a also few other things you can do to give yourself an advantage:

INCREASING THE ABILITIES FOR YOUR TEAM WHILE DECREASING THE ABILITIES OF THE COMPUTER TEAM

- 1 On the **Coaching** screen, click **Strategy**, and then click **Defense**.
- 2 On the left side of the screen, select the team you're controlling.
- 3 At the top of the screen, click **Computer manages defensive settings** to **Off**.

- 4 Increase the other settings to whatever level you want.
- 5 On the left side of the screen, select the computer team.
- 6 Now decrease the settings to embarrassingly low levels.
- 7 Do the same on the Offense tab—crank up the Tempo, Aggressiveness, and Rebounding capabilities of your team, be sure to turn Computer manages offensive settings to Off, and you shouldn't have any trouble mopping the floor with the computer team from here on out.

What are the differences between Arcade, Rookie, Veteran, and All-Star levels of difficulty?

The higher the level, the smarter the computer team is about trying to beat you.

The computer team will show a better defensive presence with a higher level of difficulty: you'll see more traps and double teams put on your team, and an overall feel of more defensive pressure coming from the computer team.

On offense, the computer has a faster reaction to defensive mismatches that you try to put on it, it will take advantage of the drive when offered, and will shoot the high-percentage open shot as often as allowed.

When you are on defense, and the player you control is out of position, the artificial intelligence (AI) will cover more often for you on the easier levels than when you are on the advanced levels.

The higher the difficulty level, the more varied and realistic your shots become. Bear in mind that the logic of the game goes like this: the player you are controlling is rewarded for shooting open shots and penalized for shooting covered shots. That is, you are more likely to make a shot when you are open, as would be the case in the real world.

How does that "player-switch toggle" work?

When you drag a controller to a slot on a team, the player-switch toggle automatically sets to **Automatic**. That means that the AI will switch your control to the player with the ball on offense, and you'll guard the player with the ball on defense. You don't have to do anything. This is the control of choice if you want to

be in on the action of every shot. With **Manual**, you have to push button 2 on your controller to switch control to a different player. In **Role Play**, you control a single position (rather than controlling the player) for the entire game and have to work with your teammates to win the game. See “Customizing controllers” on page 12.

How can I make players do hook shots and other special moves?

The short answer is: it depends on player tendencies and ratings and court position. If you're a 6'2" guard, you probably don't have a hook shot. And if you're a 7'1" center, and you're at the three-point line, you probably don't have a hook shot either. The more knowledge you have of the NBA players, the more you'll know which players are likely to dunk, lay the ball off the glass, or flick a hook shot into the net.

Do player ratings really have much effect? How?

Think about the real NBA when you think about player ratings: a bigger player is going to be able to back down a smaller player in the paint. The higher the difficulty level, the larger an influence player ratings have on the game. If you're playing at the Veteran and All-Star level, we assume that you know the actual players' strengths and weaknesses. At Rookie and Arcade level, all the players are at about the same level in their ratings. You can view key player ratings on the Coaching/Roster screen.

What is Power Strafing and where can I get some?

Power Strafe lets you back down a defender or ball handler, rather than just bouncing off another player, as in all the other basketball games. Hold button 4 on your game pad, and then press the D-pad in the direction you want to go. If you're a bigger and stronger player than the player that's defending or guarding you, watch that player wilt under your superior strength and size. See “Fronting a player” on page 23.

How does the AI handle play calling?

A real gamer, I see. If you don't call plays yourself, the AI looks at the five plays in your team's playbook. At the start of each game, 25% of the time the AI will call play #1; 20% of the time it will call play #2, 15% of the time, play #3, 10% of the time, play #4, and 5% of the time, play #5. That leaves 25%, which the AI allocates among the remaining 25 plays, so you can expect that one-quarter of all the plays called in a game will not be in your team's playbook.

However, the AI takes notes of which plays have been successful in the game and which have not (that's what the "I" in "AI" stands for). Successful plays have a greater chance of being called as the game progresses, while plays that have not been successful have a lesser chance of being called.

How can I trade players?

See "Comparing players and making trades" on page 31.

What happens when the league rosters change?

We plan to provide downloadable roster updates on the NBA Inside Drive 2000 web site. Add the NBA Inside Drive 2000 web site to your list of favorites:

<http://www.microsoft.com/sports/insidedrive>

Can I play NBA Inside Drive 2000 over the Internet?

No, NBA Inside Drive 2000 cannot be played over the Internet.

Performance

NBA Inside Drive 2000 is designed to take advantage of the advanced capabilities of your video card. To get killer graphics and great performance, you should spend a few minutes making sure that NBA Inside Drive 2000 is set up to maximize what your video card can offer.

GETTING STARTED

The first time you play, look at the graphics and get a feel for the performance (speed) of the game. Do the players look clear and smoothly rounded? Are the floor and arena graphics crisp? Does the game run smoothly?



IT LOOKS GOOD, BUT...

Changing a few settings can make a world of difference to your game-play experience. In NBA Inside Drive 2000, you can change the settings listed below. For each type of setting, there is usually a benefit and a side effect, for which you will need to find an optimal tradeoff level.

STADIUM DETAIL

Stadium detail refers to the level of detail of the arena surrounding your game. The default setting is medium. Select high to see more detail on screen and thus improve the graphics. Tradeoff: high resolution may result in slower game performance. Try different settings and see which you prefer.

SHADOW TYPE

Shadow type is one of the larger performance factors for graphics. You have four choices: none, circular, low detail, or high detail. Choose **None** to maximize performance, but you'll lose a little on-court realism. They play under bright lights, you know. Highly detailed shadows will slow the game down. Experiment with different settings to optimize your game-play speed with on-court realism.

PLAYER LABEL

The type of label you choose for players can affect performance. You have three choices: player name, player position, or none. Choosing None should improve play a little, but you may not know who has the ball at any given time.

DISPLAY

Selected display options can heavily affect performance. For the most realistic game look, turn **Smooth head movement**, **Crowd**, and **Reflections** to **On**. These extra graphics will slow down your machine, so you may choose to live without one, two, or all of them.



CHANGING YOUR SETTINGS

If the options described above sound cool, then you should try them out in the game. You can change the settings in the Performance options. Here are some general guidelines for getting the most out of your video card.

Performance is fine, give me killer graphics

If you know you have a good system, why not maximize the fun? To get awesome graphics, choose **High detail** under **Shadow type**, and turn **Smooth head movement** on.

Give me a graphics boost, but keep an eye on performance

Try a combination of the settings depending on your personal preferences and the current quality of the graphics. If players look blocky, select a higher level of stadium detail and shadow type.

Speed up the game, but keep an eye on graphics

To speed up the game, you should consider choosing **None** under **Shadow type** and choose **None** under **Player label**. Also, consider turning off **Reflections** and, on the Rules tab, turn off **Fatigue indicator**.

Video cards

Do I need a video card to play the game?

No. A 3D video-acceleration card improves the look and play of the game, but if you don't have one, you can still play in software mode.

What is the difference between software mode and hardware mode?

Hardware mode uses a 3D-graphics video card. The game graphics look a lot better, and the performance is improved when you're using 3D-hardware acceleration. If you don't have a 3D card, however, you can still play the game in software mode. It just doesn't look as nice. If this sounds like an advertisement for 3D cards, it is.

How do I activate my video card?

In the upper-right corner of any screen, click **Options**, click the **Performance** tab, and then, under **3D graphics driver**, click **Primary display driver**. Under **3D graphics device**, you should see the name of your 3D card. Click the name, and then click **OK**.

Where can I find answers to questions about video cards?

For questions about specific cards or chip-set manufacturers, see the Readme file for a complete list of web sites.

How do I know if I should update my video-card drivers?

If you cannot start the game, or if you encounter graphic problems, you should consider updating your drivers. Check the web site of your card manufacturer.

How do I update my video drivers?

Contact your video-card manufacturer to get the latest driver. These drivers are often available on the manufacturer's World Wide Web site or from an electronic bulletin board (BBS).

Sound

Why can't I hear any sound?

Check your sound settings on the Sound tab of the Options dialog. There are sliders to increase and decrease the volume of different sounds in the game. Also, check to see that your speakers are powered up and plugged in properly. You can also adjust the volume settings for Windows.

How can I change the sounds that play?

From any pregame screen, click Options and select the Sound tab. Move the sliders to adjust the volume on any of the sound options.

How do sounds affect game performance on my machine?

Playing sounds uses memory, and therefore can affect your machine's performance. Generally speaking, the more sound options turned on, the slower the game will play. However, what you gain in speed you may lose in atmosphere and realism.

Who are Kevin Calabro and Marques Johnson?

Kevin Calabro is in his 11th season as the play-by-play commentator for the Seattle SuperSonics, and in 1997 was chosen NBA Sportscaster of the year by Sports Illustrated magazine. Marques Johnson is a former All-American from UCLA, a former NBA All-Star, and currently works as a color and studio analyst on NBA and college games.

Help

Can I resize the Help window?

Yes. Help is a fully functioning WinHelp application. Drag a corner of the window to resize it.

Can I print game controller commands from the Help topics?

Yes. You can also print topics from certain right-click pop-ups. Just click the Print button.

Can I access Help during a game?

Yes, you can. At any time hit F1, or hit ESC to pause the game, then click ? and select Index or Contents from the menu.

Can I get help without opening the Help?

Right click anywhere on the pregame screens. You'll get quick help on buttons or regions, or an overview of the entire screen. The Overview also has links to quick help topics related to that screen.

I'd like to print all the Help topics at once, not one by one. Can I do that?

Sure. Go to the folder that you installed NBA Inside Drive 2000 in and look in the Goodies folder. Double click Guide.pdf. This contains all the Help topics that appear in Help, but in an easily printable form.

BASKETBALL REFERENCES

Basketball web sites

Visit the Microsoft NBA Inside Drive 2000 Web site to download league updates and get the latest news on the game. The other Web sites listed below are great resources for current news on National Basketball Association teams and players.

Note The Web addresses below are not hyperlinks — you cannot click on them to open your Web browser. For best results, print this topic and type an address into your browser to view that site.

NATIONAL BASKETBALL ASSOCIATION

<http://www.NBA.com/>

MICROSOFT NBA INSIDE DRIVE 2000

<http://www.microsoft.com/sports/insidedrive/>

MSNBC SPORTS

<http://www.msnbcsports.com/>

ESPN.COM

<http://espn.go.com/>

Books about basketball

Here's a short list of books about the NBA and its players.

Anderson, Dave and Grant Hill, *The Story of Basketball*, New York, William Morrow and Company, 1997.

Auerbach, Red, *Basketball for the Player, the Fan and the Coach*, New York, Simon & Schuster 1952.

Bird, Larry and Bob Ryan (Contributor) *Drive : The Story of My Life*, New York, Bantam Books, 1990.

Bonavito, Mark and Brendan Roberts, ed., *The Official NBA Register 1998-99*, St. Louis, published annually in September by The Sporting News.

Bradley, Bill and Phil Jackson (Foreword), *Values of the Game*, New York, Artisan, 1998.

Carter, Craig and Mark Broussard, ed., *The Official NBA Guide*, St. Louis, published annually by The Sporting News.

Goldstein, Sidney, *The Basketball Coach's Bible : A Comprehensive and Systematic Guide to Coaching*, Philadelphia, Golden Aura, 1994.

Goldstein, Sidney, *The Basketball Player's Bible : A Comprehensive and Systematic Guide to Playing (The Nitty Gritty Basketball Series)*, Philadelphia, Golden Aura, 1995.

Halberstam, David, *The Breaks of the Game*, New York, Ballantine Books, 1990

Harris, Del, *Winning Defense*, Revised edition, Indianapolis, Masters Press, 1993.

Hubbard, Jan, *The Official 1998 NBA Finals Retrospective: Six Times as Sweet*, New York, Harperhorizon, 1998.

Lazenby, Roland, *The NBA Finals: The Official Illustrated History*, Dallas, Taylor Publishing, 1990.

Neft, David S. and Richard M. Cohen, ed., *The Sports Encyclopedia, Pro Basketball*, New York, St. Martin's Press, 1992.

Ociepkan, Bob and Dale Ratermann, ed., *Basketball Playbook*, Indianapolis, Masters Press, 1995.

- Peterson, Robert W., *Cages to Jump Shots: Pro Basketball's Early Years*, New York, Oxford University Press, 1991.
- Phelps, Richard, *Basketball for Dummies*, Indianapolis, IDG Books Worldwide, 1997.
- Pluto, Terry, *Tall Tales : The Glory Years of the NBA, in the Words of the Men Who Played, Coached, and Built Pro Basketball*, New York, Fireside, 1994.
- Sachare, Alex and Walt Frazier, *Complete Idiot's Guide to Basketball*, New York, Alpha Books, 1998.
- Sachare, Alex, ed., *The Official NBA Basketball Encyclopedia*, New York, Villard Books, 1994.
- Vancil, Mark and Don Jozwiak (contributor), *NBA Basketball, An Official Fan's Guide*, 3rd ed., New York, Triumph Books, 1997.



MICROSOFT PRODUCT SUPPORT

For the final updates and technical information for NBA Inside Drive 2000, check the readme file that came on the CD.

Getting Help from Microsoft Product Support Services

IF YOU HAVE A SIMPLE QUESTION AND NEED AN ANSWER FAST

Quickly find answers yourself online Use Support Online to easily search the Microsoft Knowledge Base and other technical resources for fast, accurate answers. You can customize the site to control your search at <http://support.microsoft.com/support>. Or you can browse support information about your product, conveniently consolidated at <http://support.microsoft.com/support/games>.

IF YOUR QUESTION IS URGENT AND MORE COMPLEX

Telephone a Microsoft Product Support Engineer Work with a support engineer to solve your issue through the following options.

Standard No-Charge Support—for help during business hours

If you acquired this product as a stand-alone retail product, you are eligible for unlimited support at no charge. You can receive no-charge support via e-mail (explained later) or via telephone by calling one of the following numbers, available Monday - Friday, excluding holidays.

In the U.S.: (425) 637-9308 **In Canada: (905) 568-3503**

6:00 A.M. - 6:00 P.M. Pacific time 8:00 A.M. - 8:00 P.M. Eastern time

If your Microsoft product was preinstalled or shipped with your personal computer, you are not eligible for Standard No-Charge Support from Microsoft and must contact your computer manufacturer for support. For phone numbers, please refer to the documentation that came with your computer.

Pay-Per-Incident Support—for help after hours or to supplement Standard Support

If you need help after hours or are not eligible for Standard No-Charge Support, you can purchase Pay-Per-Incident Support. Fees are billed to your VISA, MasterCard, or American Express card.

In the U.S.: (800) 936-5600

Cost: \$15 US per incident
24 hours a day, seven days a week,
including holidays

In Canada: (800) 668-7975

Cost: \$45 CDN plus tax per incident
8:00 A.M. - 8:00 P.M. Eastern time
Monday - Friday, excluding holidays

IF YOUR QUESTION ISN'T URGENT

Send e-mail to a Microsoft Product Support Engineer Ideal for questions requiring attached files. Submit a question anytime and receive a response within one business day. Submit a question at <http://support.microsoft.com/support> using one of the following options:

Standard No-Charge Web Response Submit unlimited incidents at no charge as described in the Standard No-Charge Support section above.

Pay-Per-Incident Web Response Otherwise, submit your question for a fee of \$15 US.

For additional support needs

If you need text telephone (TTY/TDD) Available Monday - Friday, excluding holidays. In the United States, call (425) 635-4948, 6:00 A.M. - 6:00 P.M. Pacific time. In Canada, call (905) 568-9641, 8:00 A.M. - 8:00 P.M. Eastern time.

If you need support services for a business Priority Annual, Priority Plus, and Premier provide a selection of support packages geared for businesses. To learn which account meets your needs, go to <http://www.microsoft.com/support>. Or call (800) 936-3500 for information on accounts for small- to medium-sized businesses and (800) 936-3200 for large, enterprise businesses.

If you need on-site, multivendor, or proprietary product support Microsoft Certified Solution Providers (MCSPs) and Authorized Support Centers (ASCs) specialize in providing support packages for hardware, network, and software products from both Microsoft and other vendors. For more information about MCSPs, call (800) 765-7768 or visit <http://www.microsoft.com/mcsp>. For more information about ASCs, contact your Microsoft account representative, or visit <http://www.microsoft.com/support>.